

Fig. 1

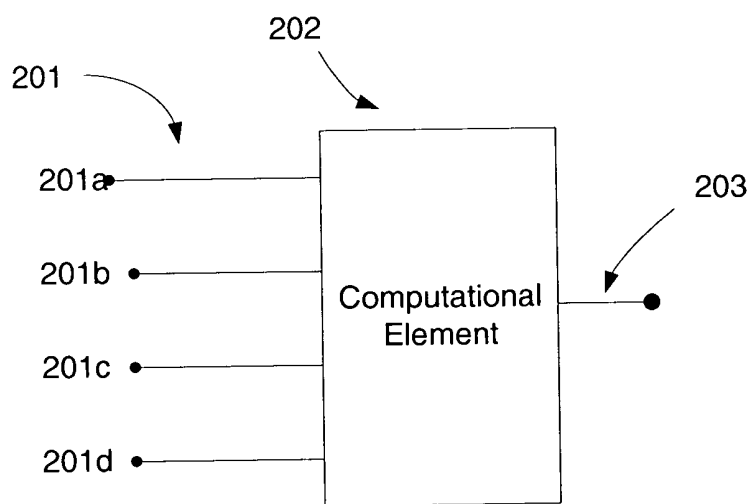


Fig. 2

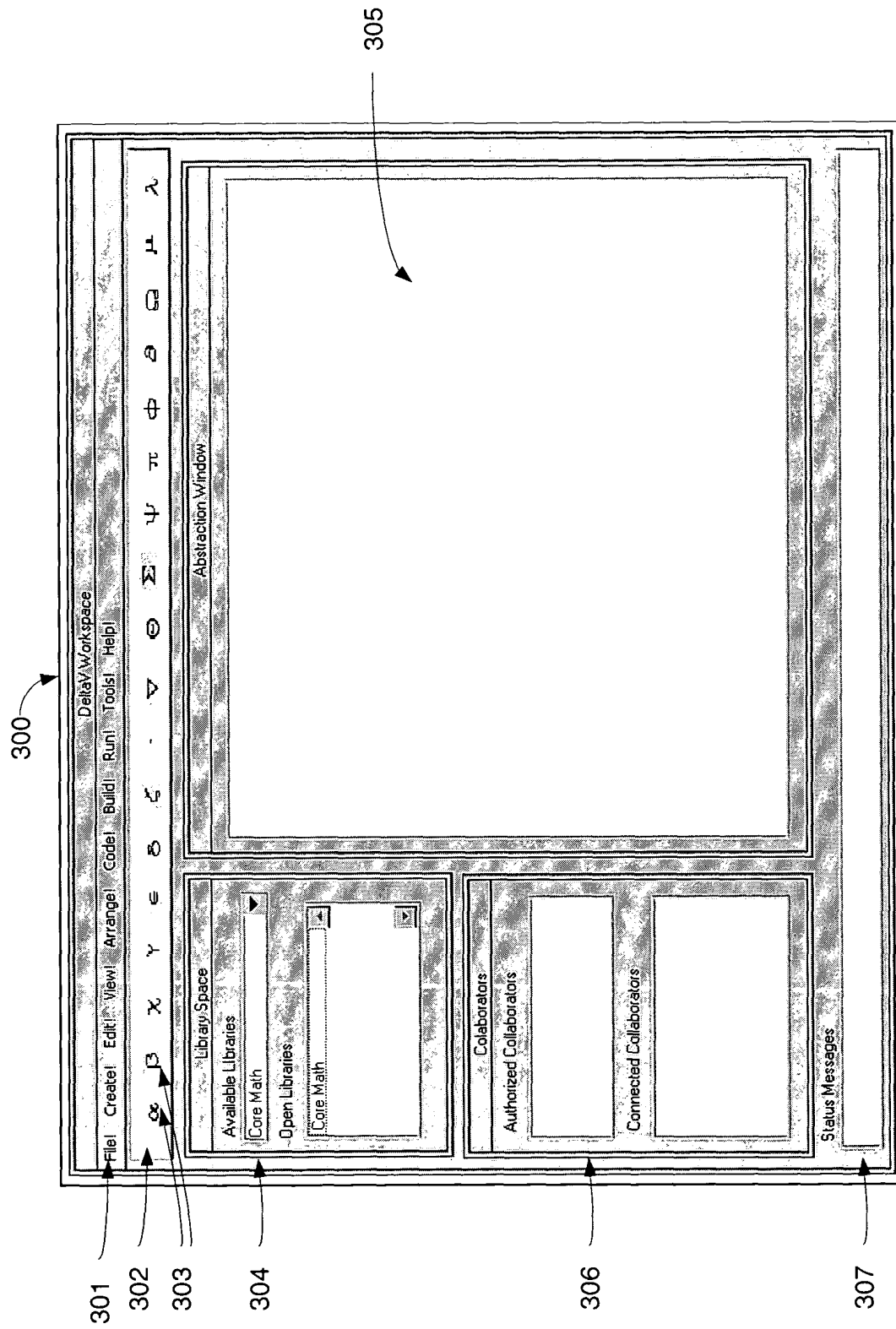


Fig. 3

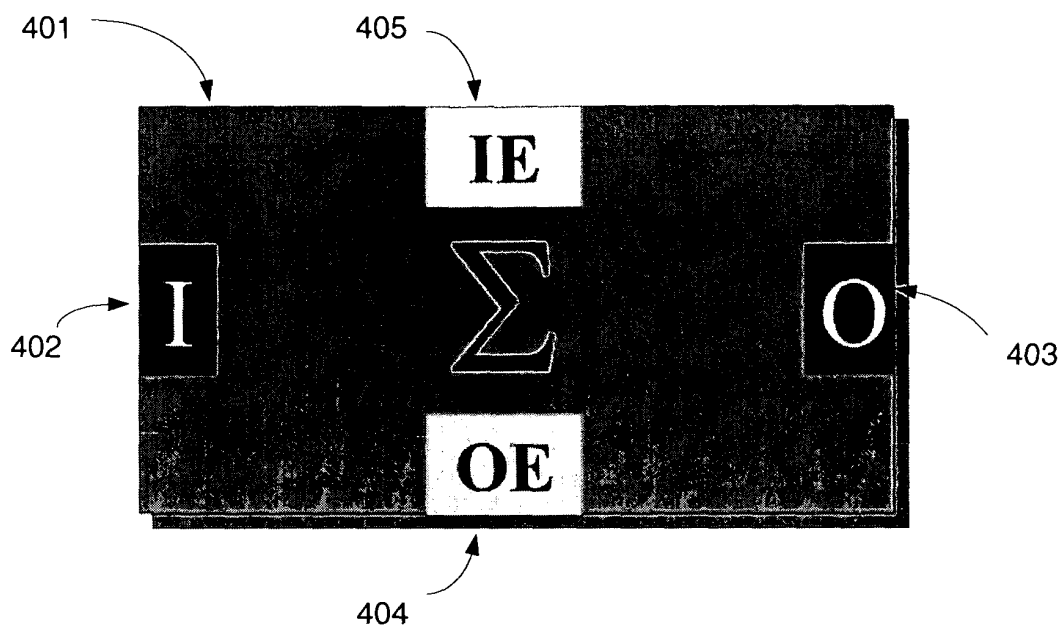


Fig. 4a

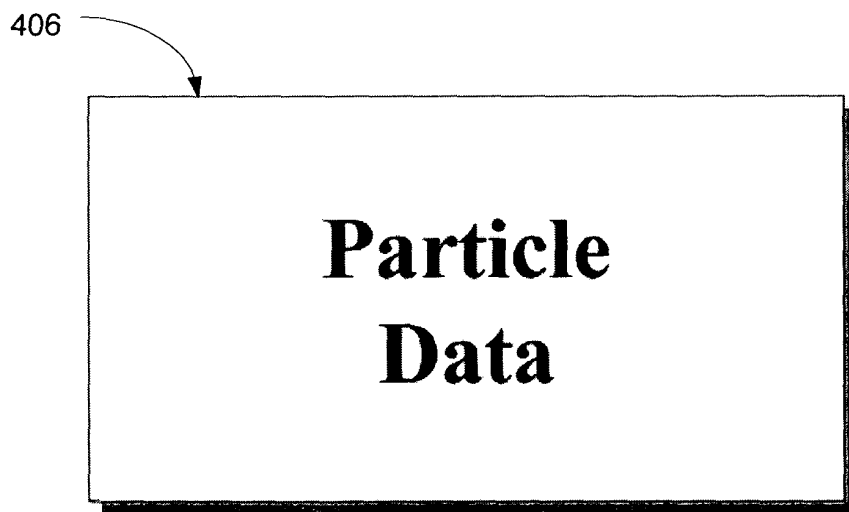


Fig. 4b

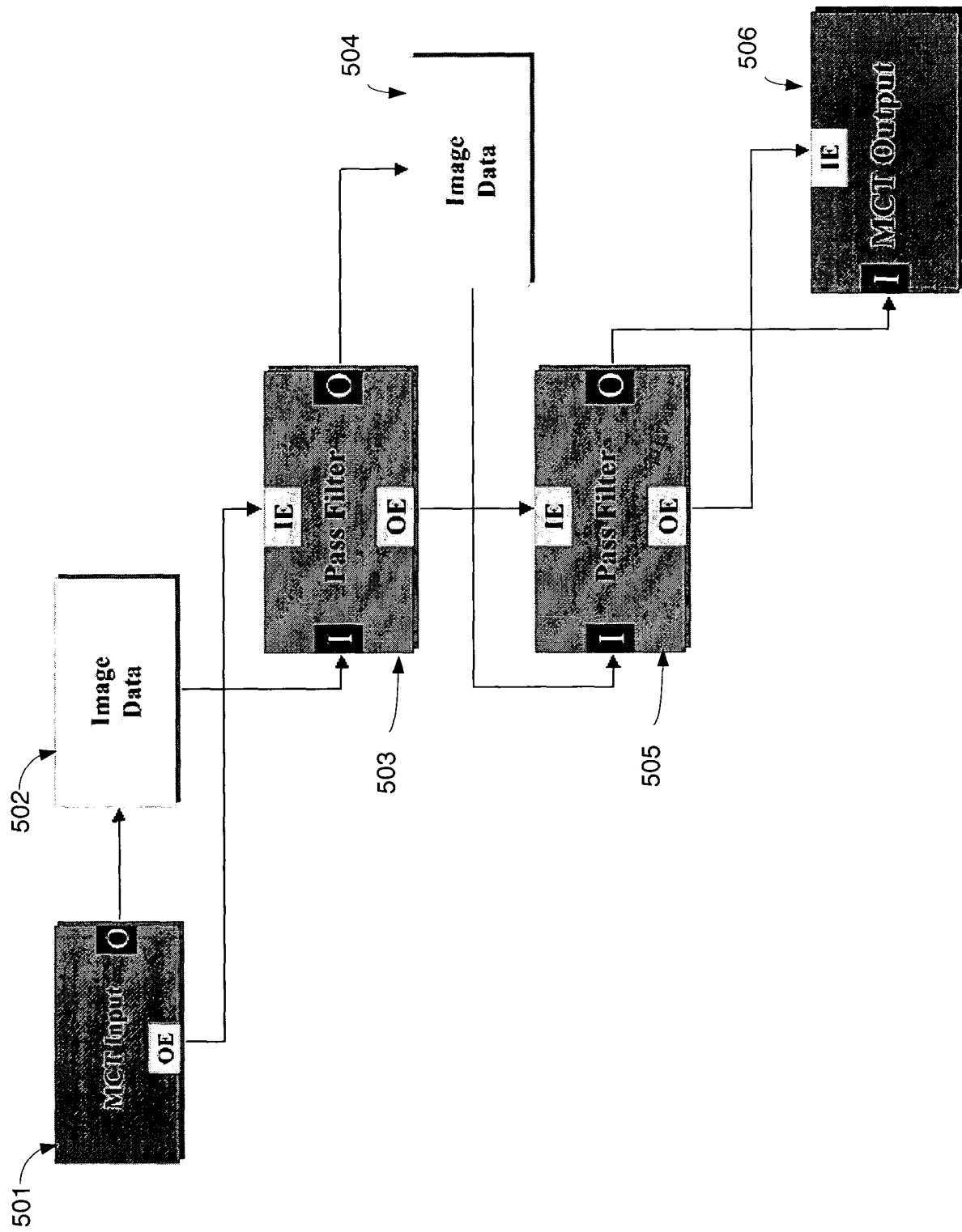


Fig. 5

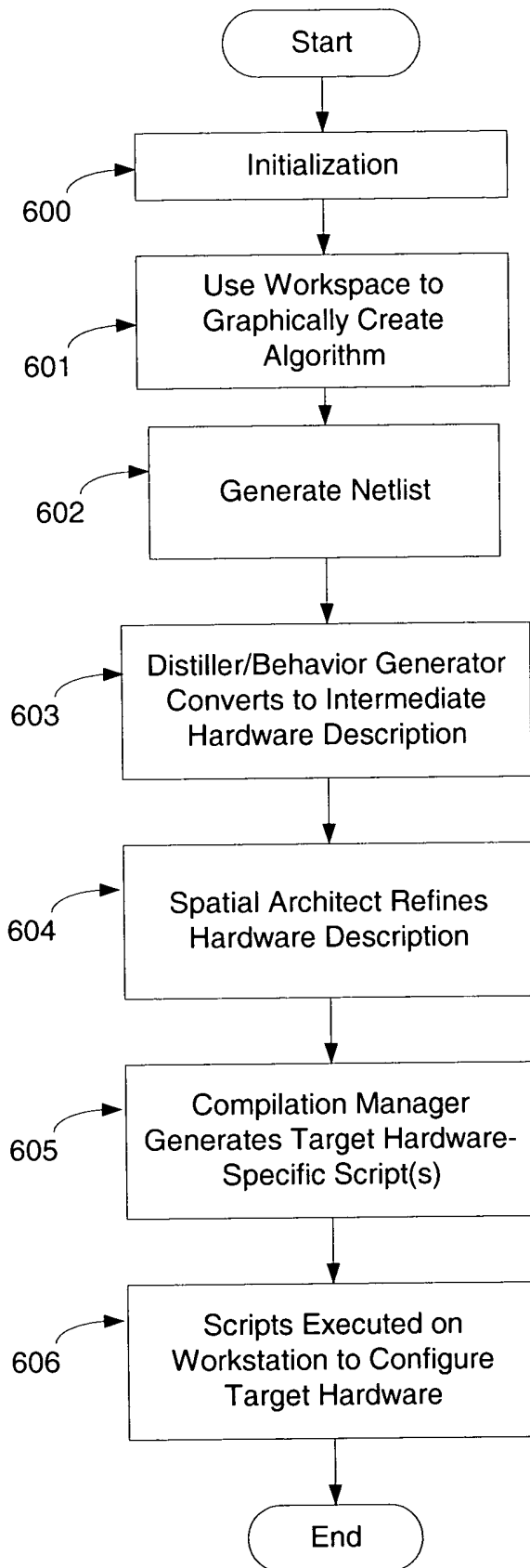


Fig. 6

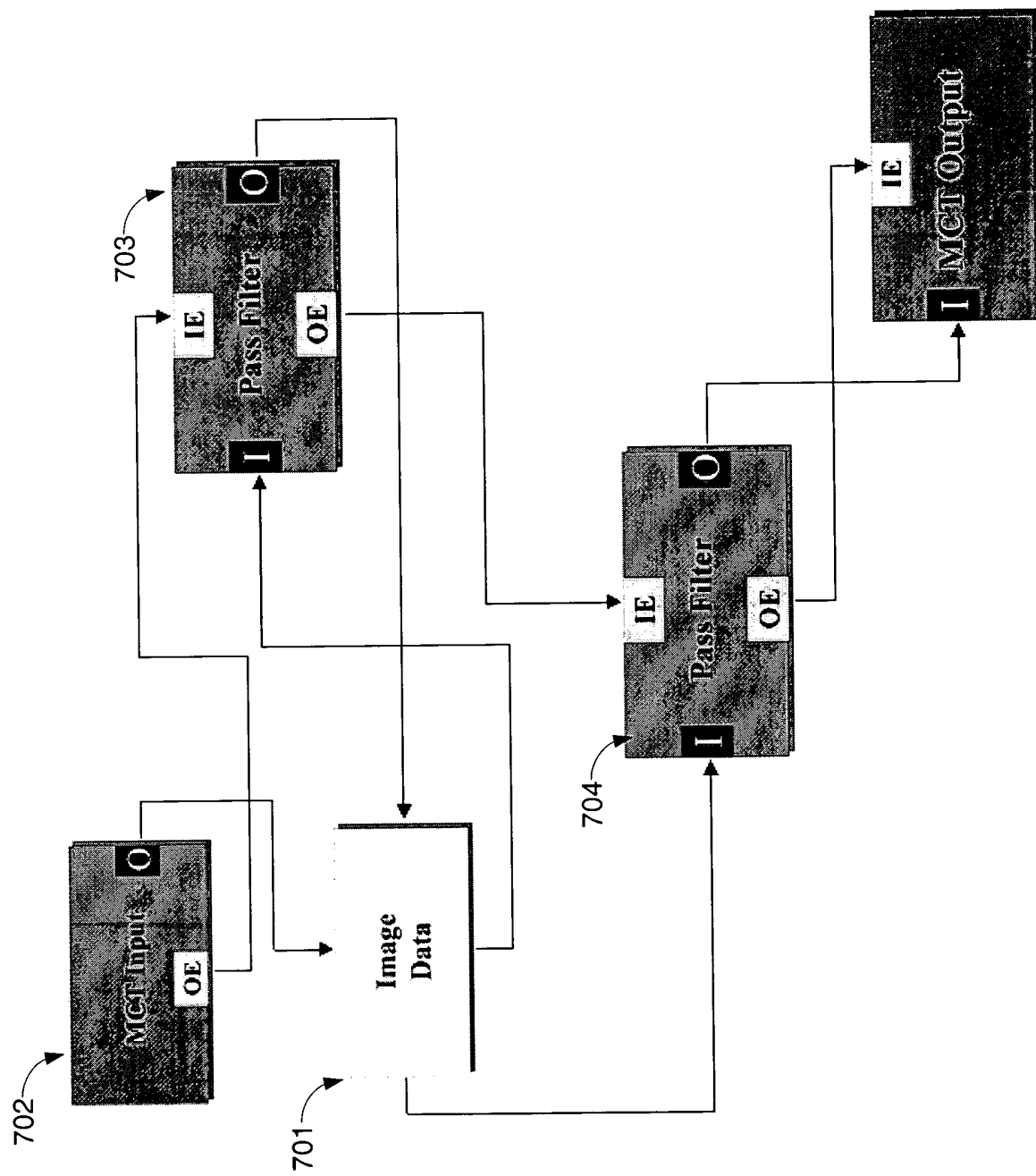


Fig. 7

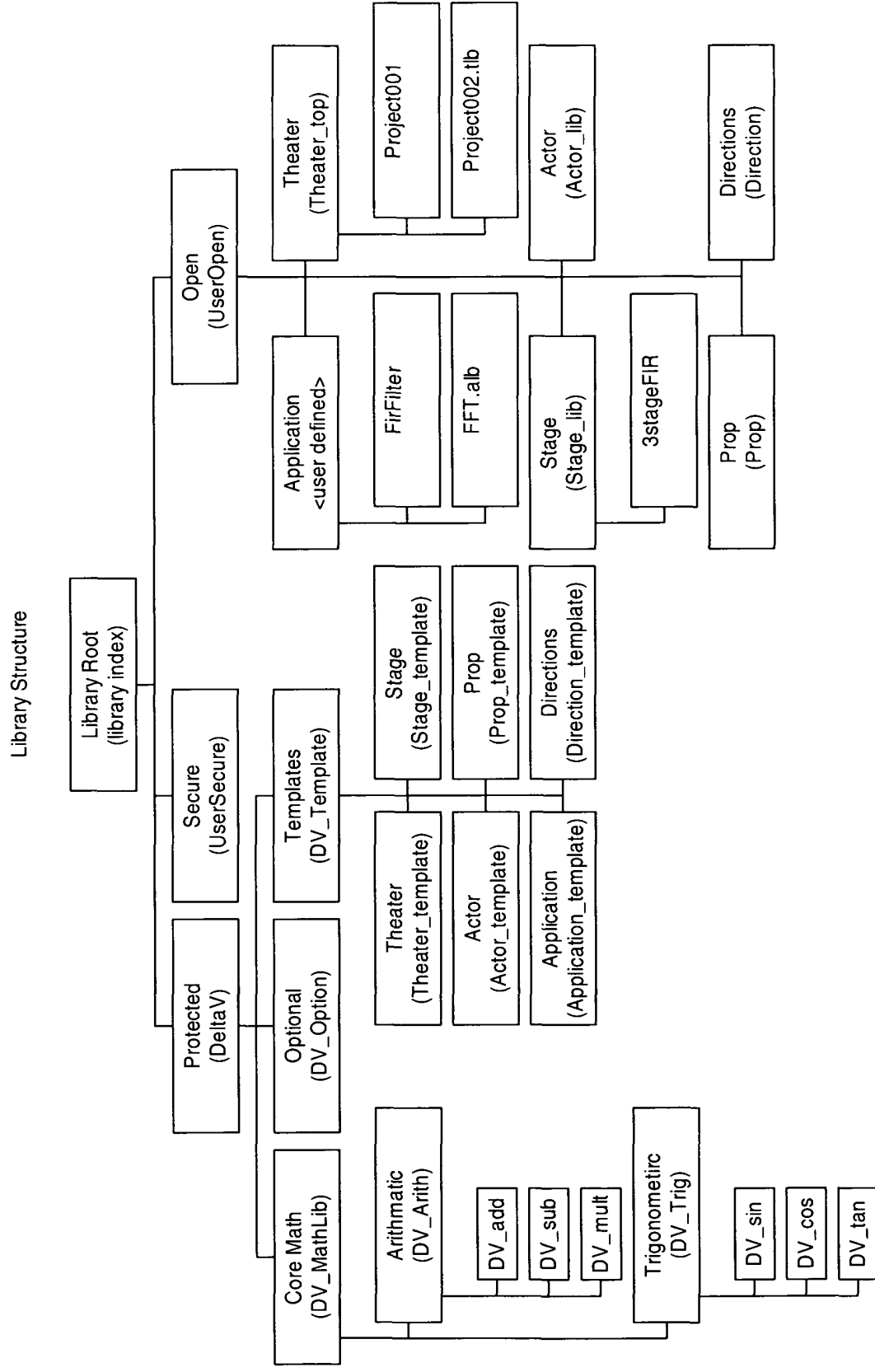
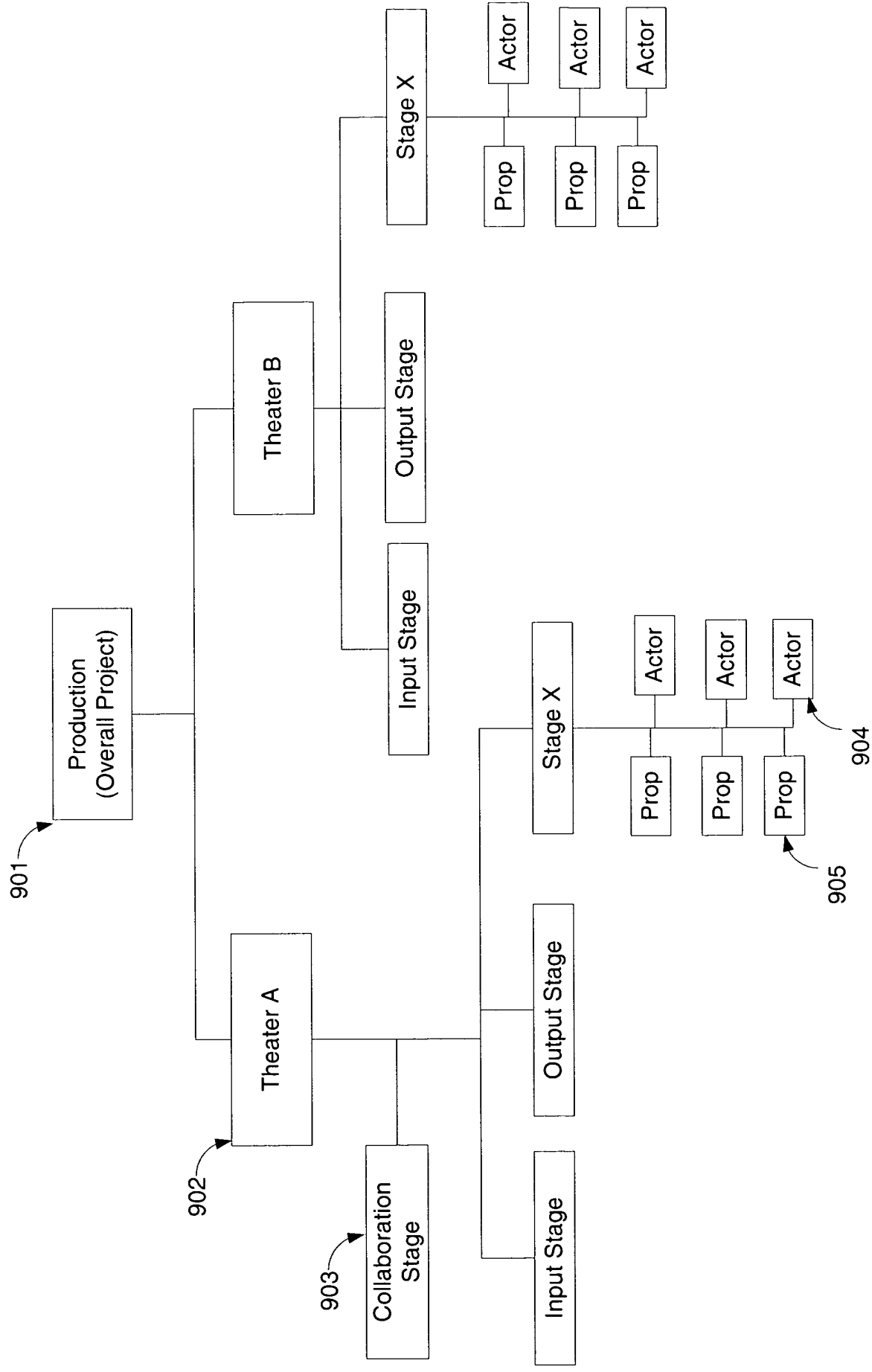


Fig. 8



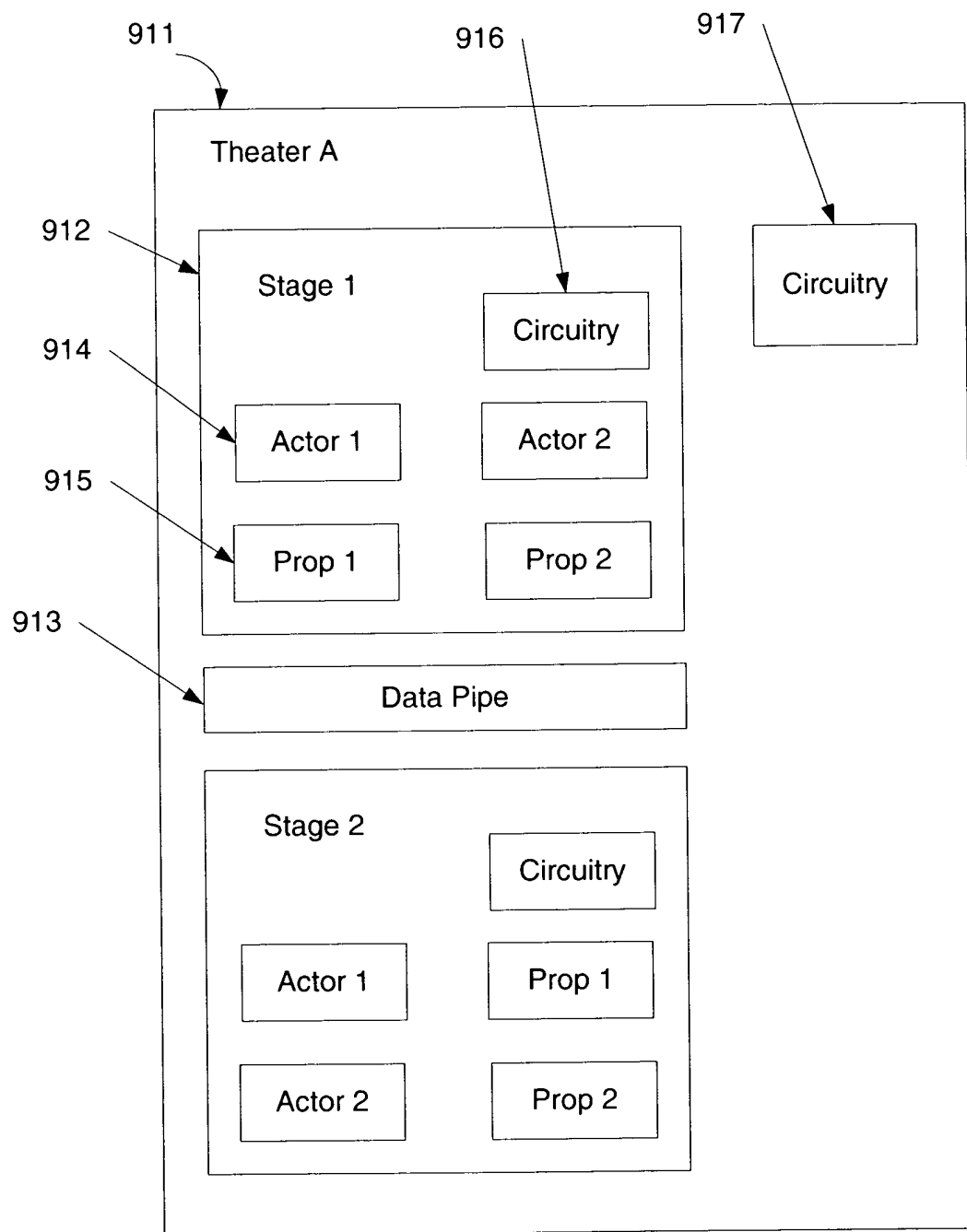


Fig. 9b

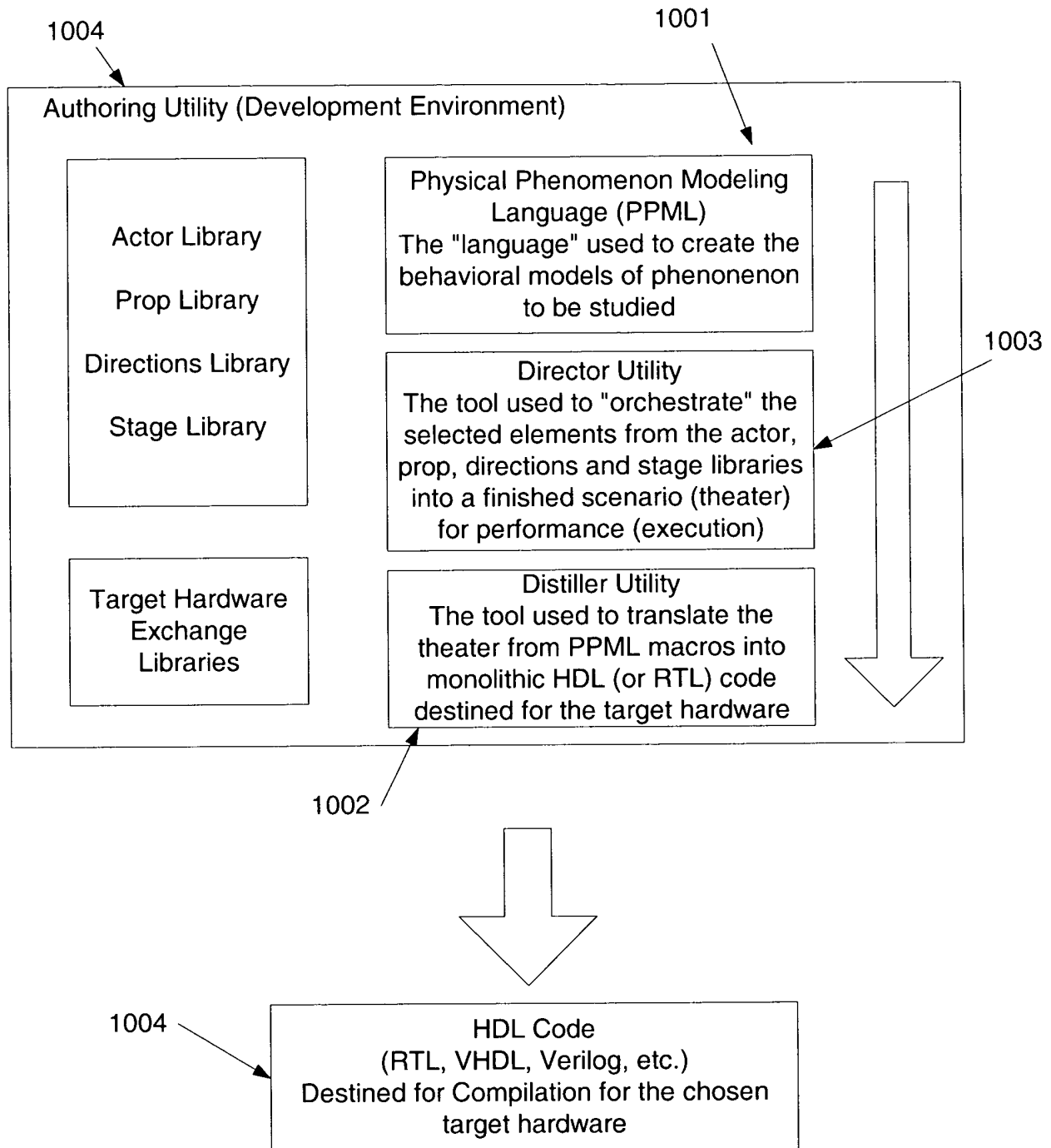


Fig. 10

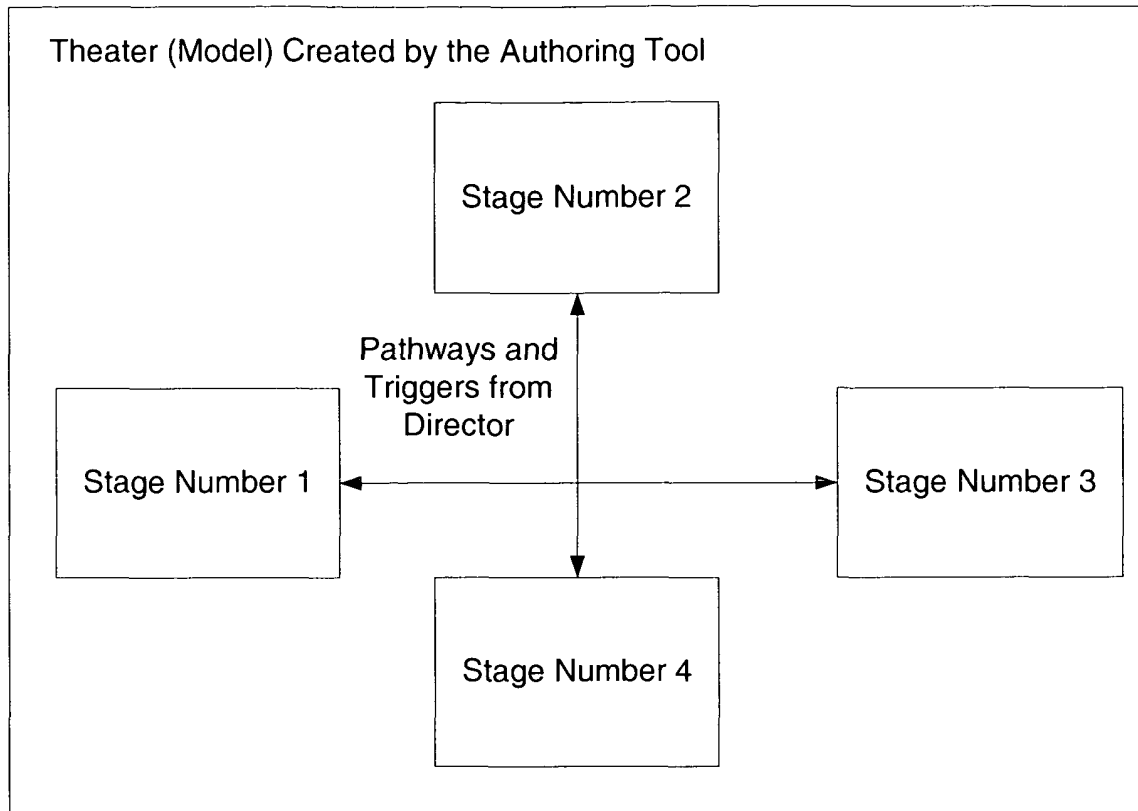


Fig. 11a

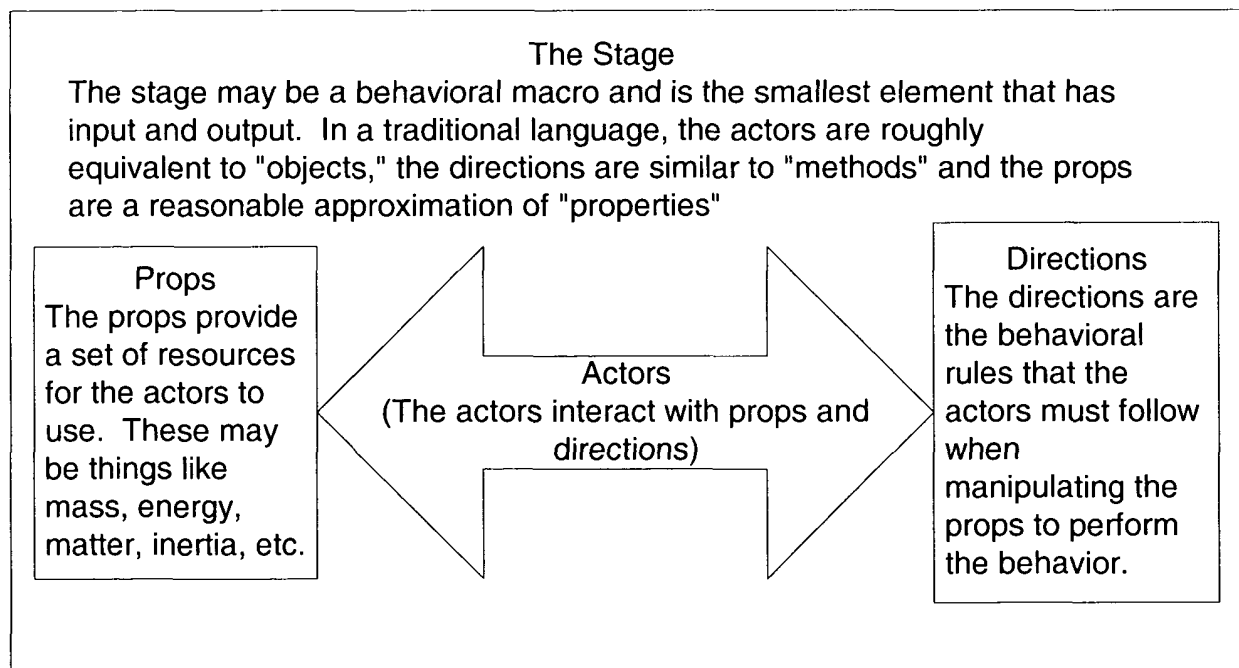


Fig. 11b

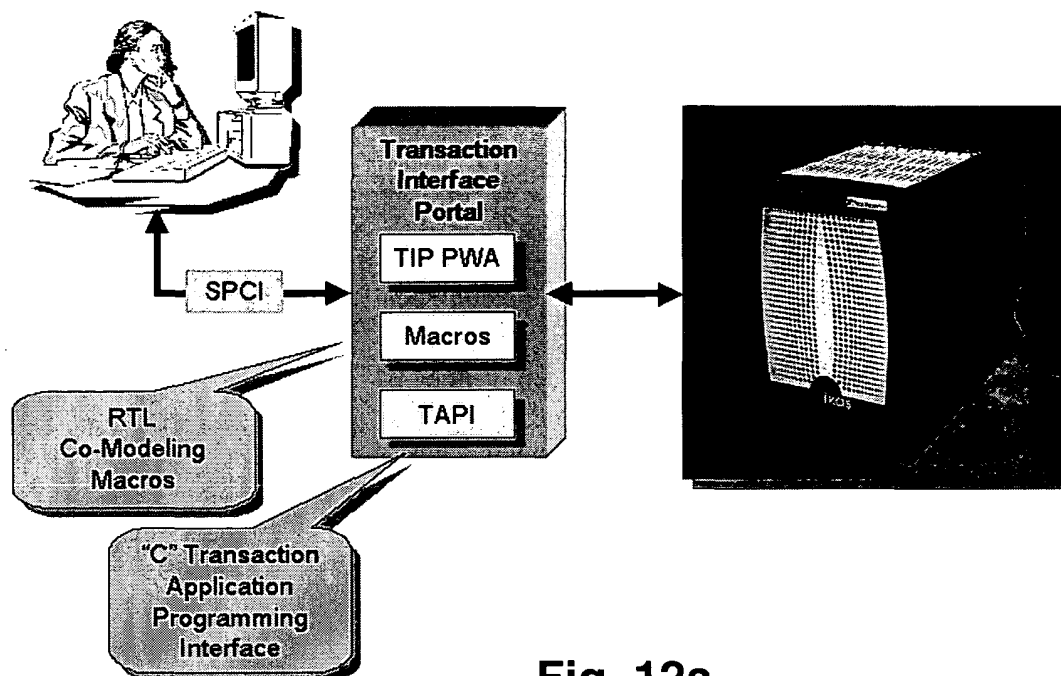


Fig. 12a

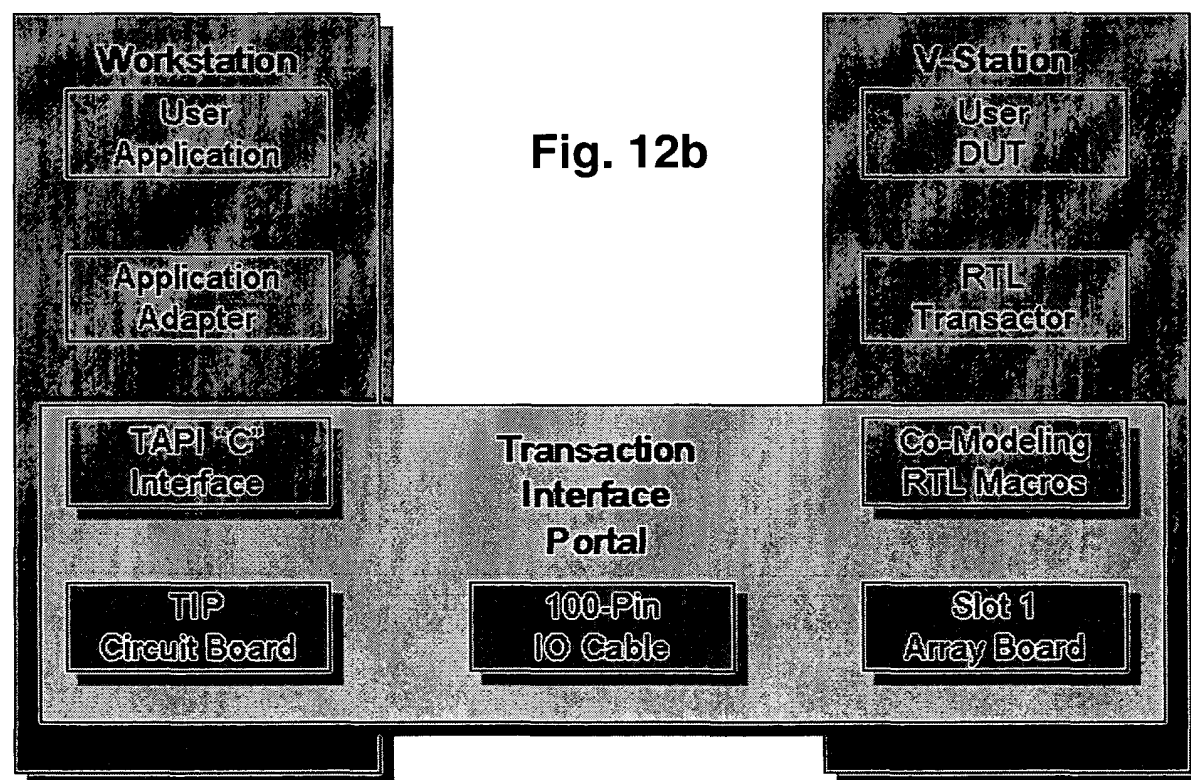
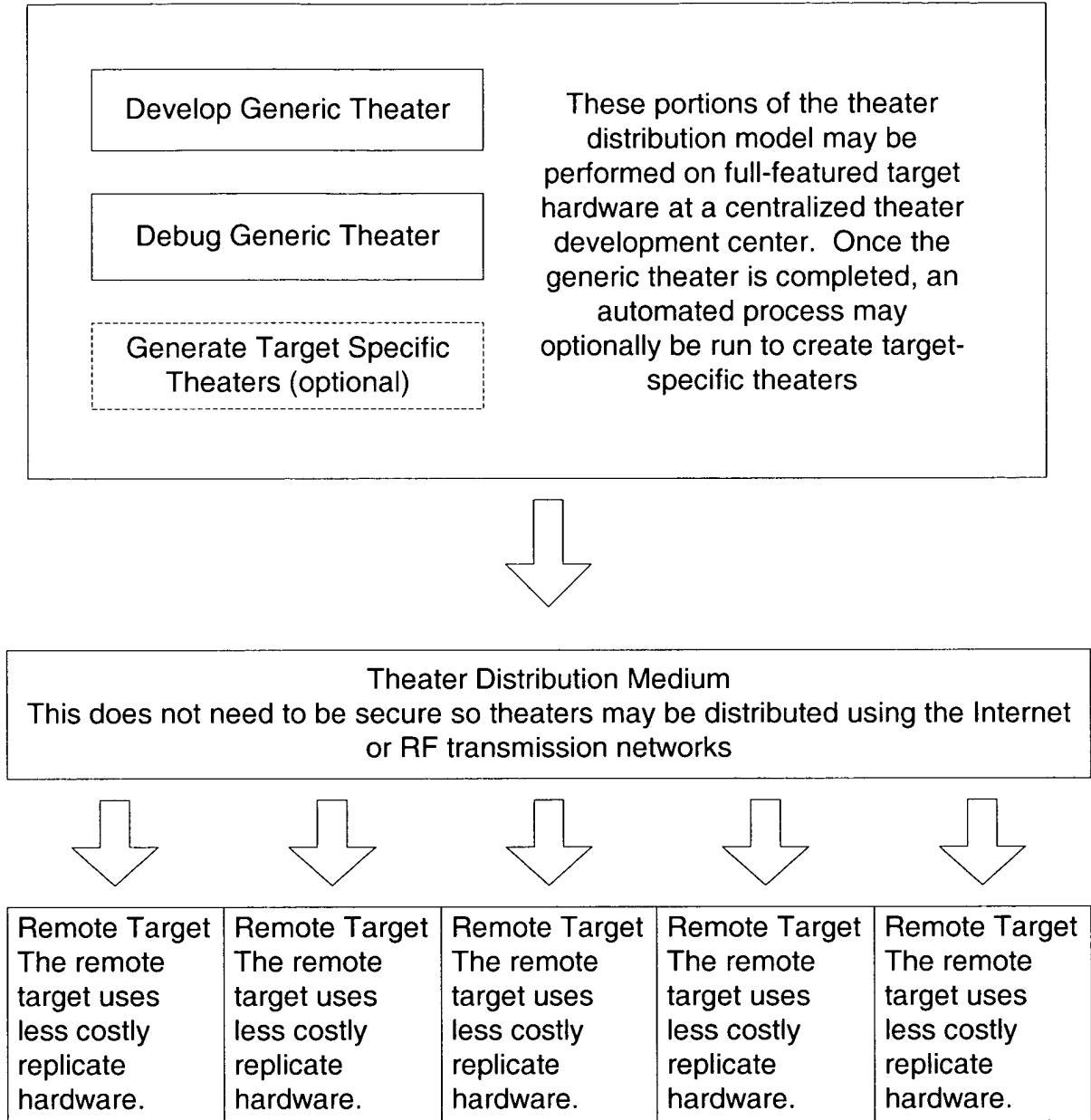


Fig. 12b



Note: In addition to being less costly than a primary theater development system (they are "replicate" systems), a remote target may also be more secure since they do not require the theater debugging facilities

Fig. 13

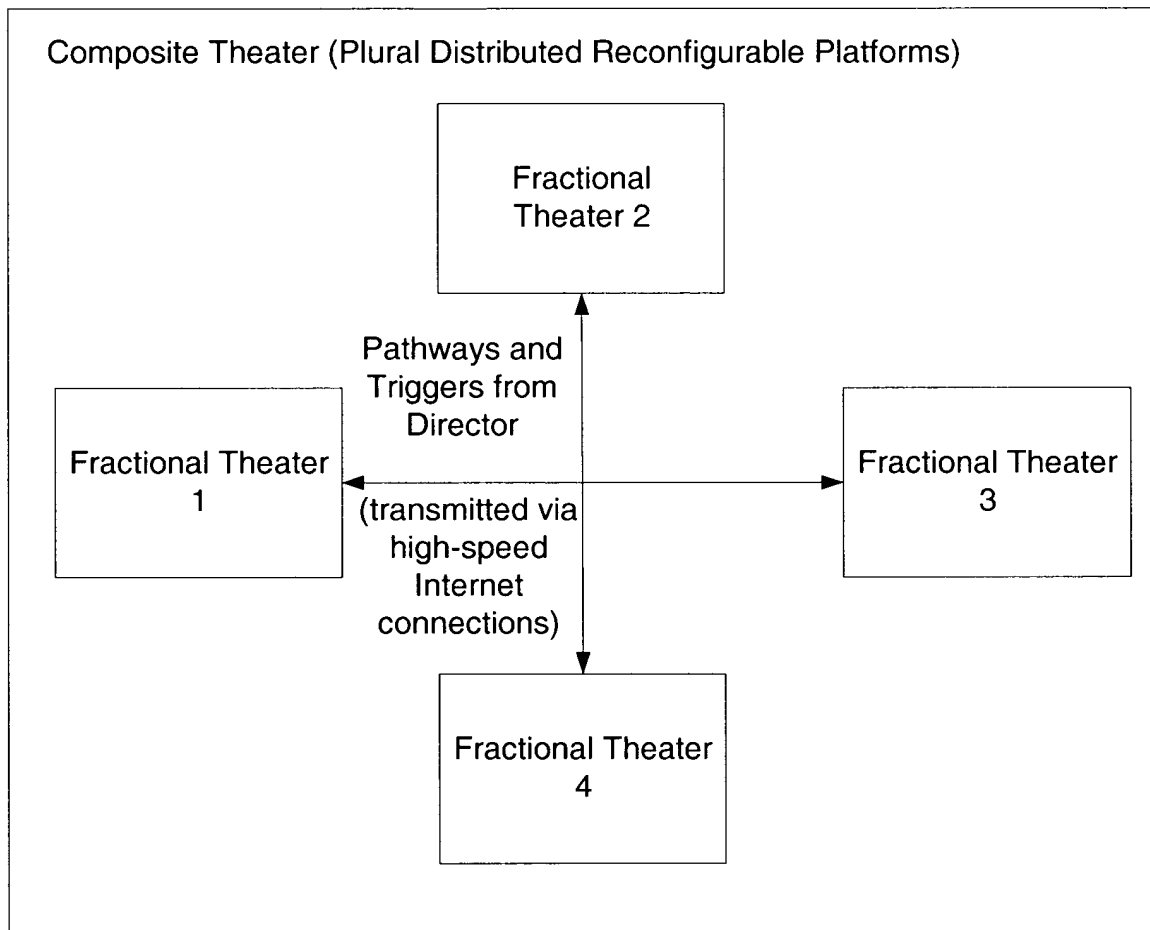


Fig. 14

Analog Input Connectors (S+, S-, Ground triplets) 216 pins total										
Port 1	Port 2	Port 3	Port 4	Port 5	Port 6	Port 7	Port 8	Port 9	Power Supply	Fan Assembly
Output connectors to target hardware & monitoring computer. This connector array may also include a ten-port 10/100Tx Ethernet Hub										

Fig. 15a

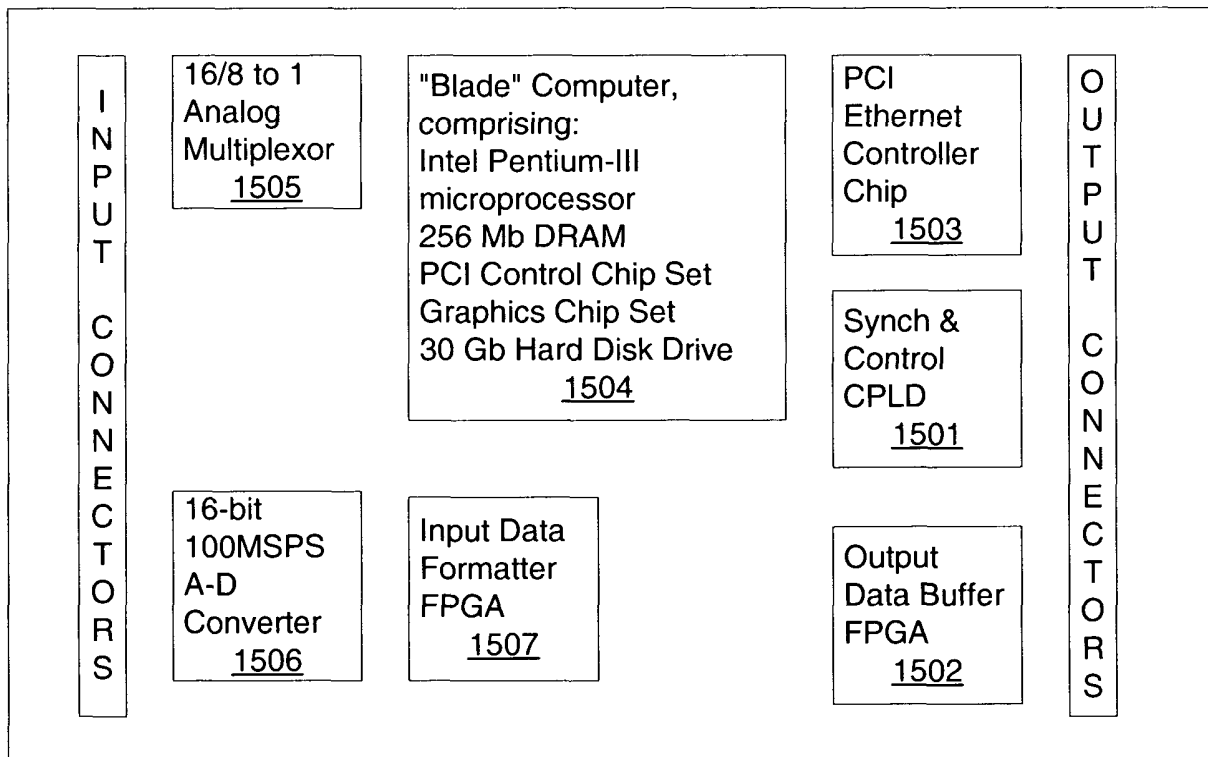


Fig. 15b

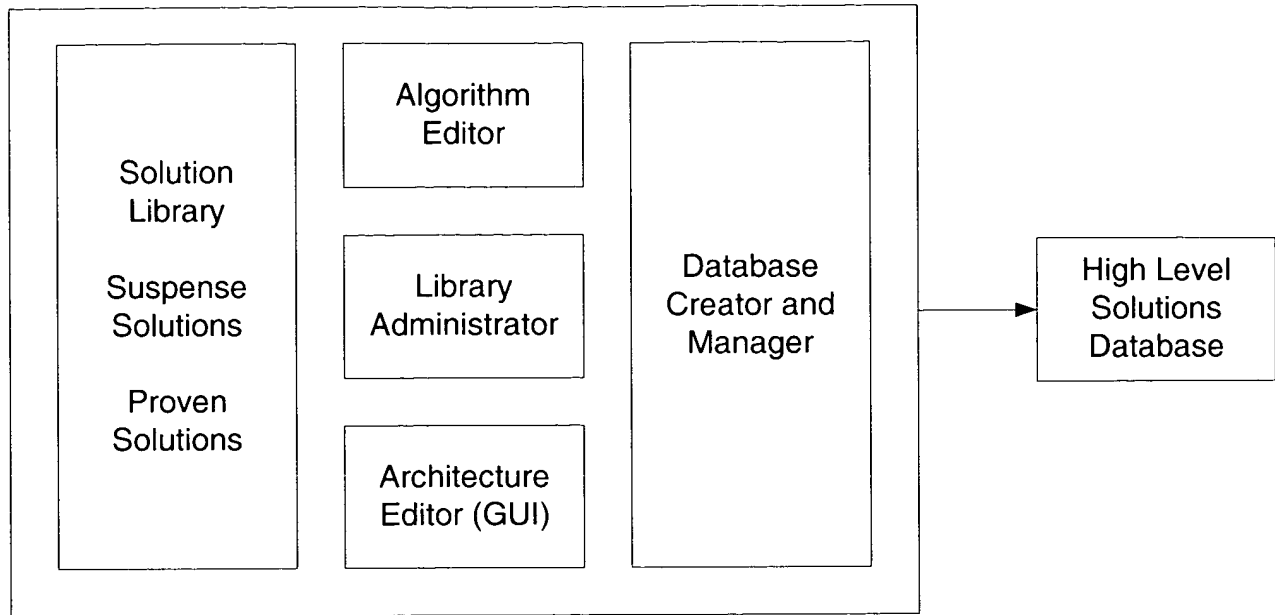


Fig. 16

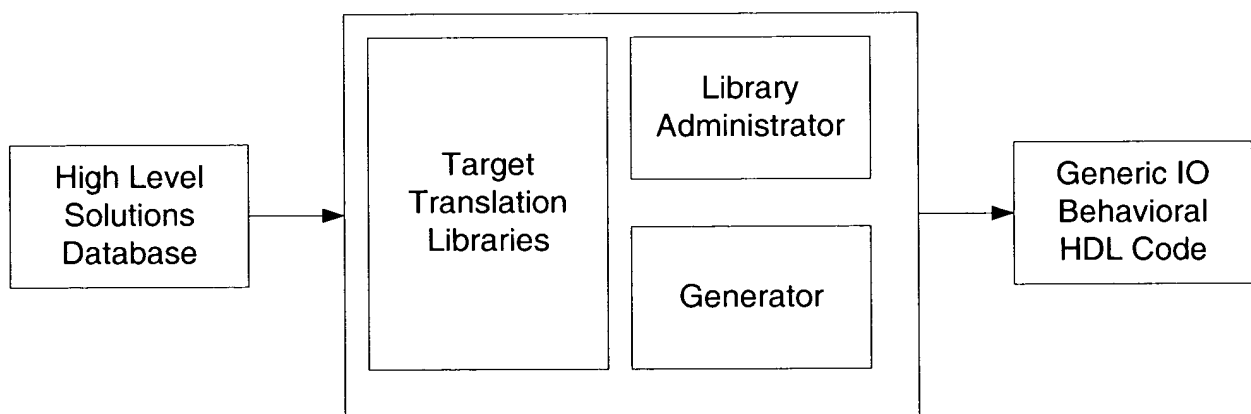


Fig. 17

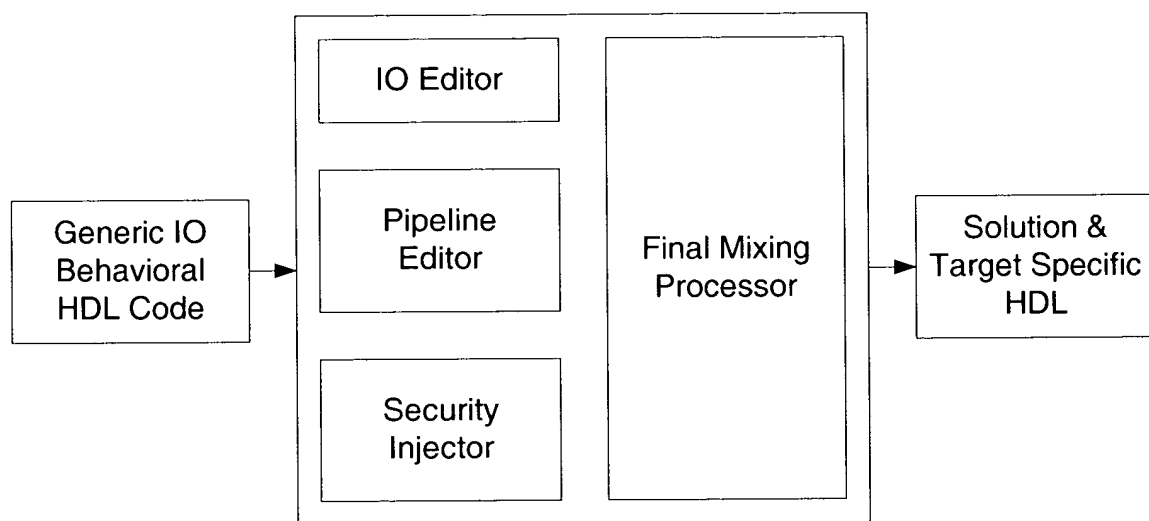


Fig. 18

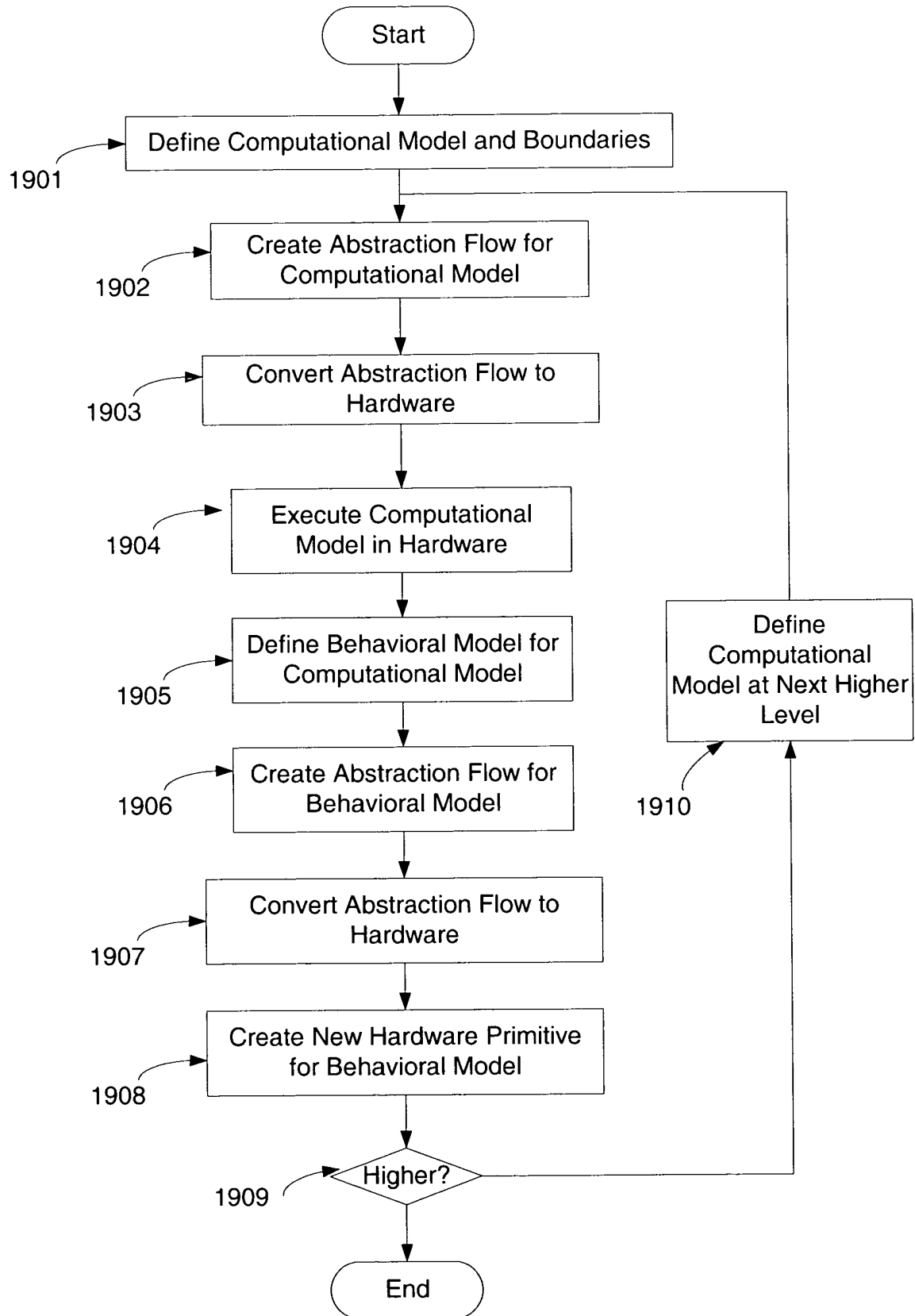


Fig. 19

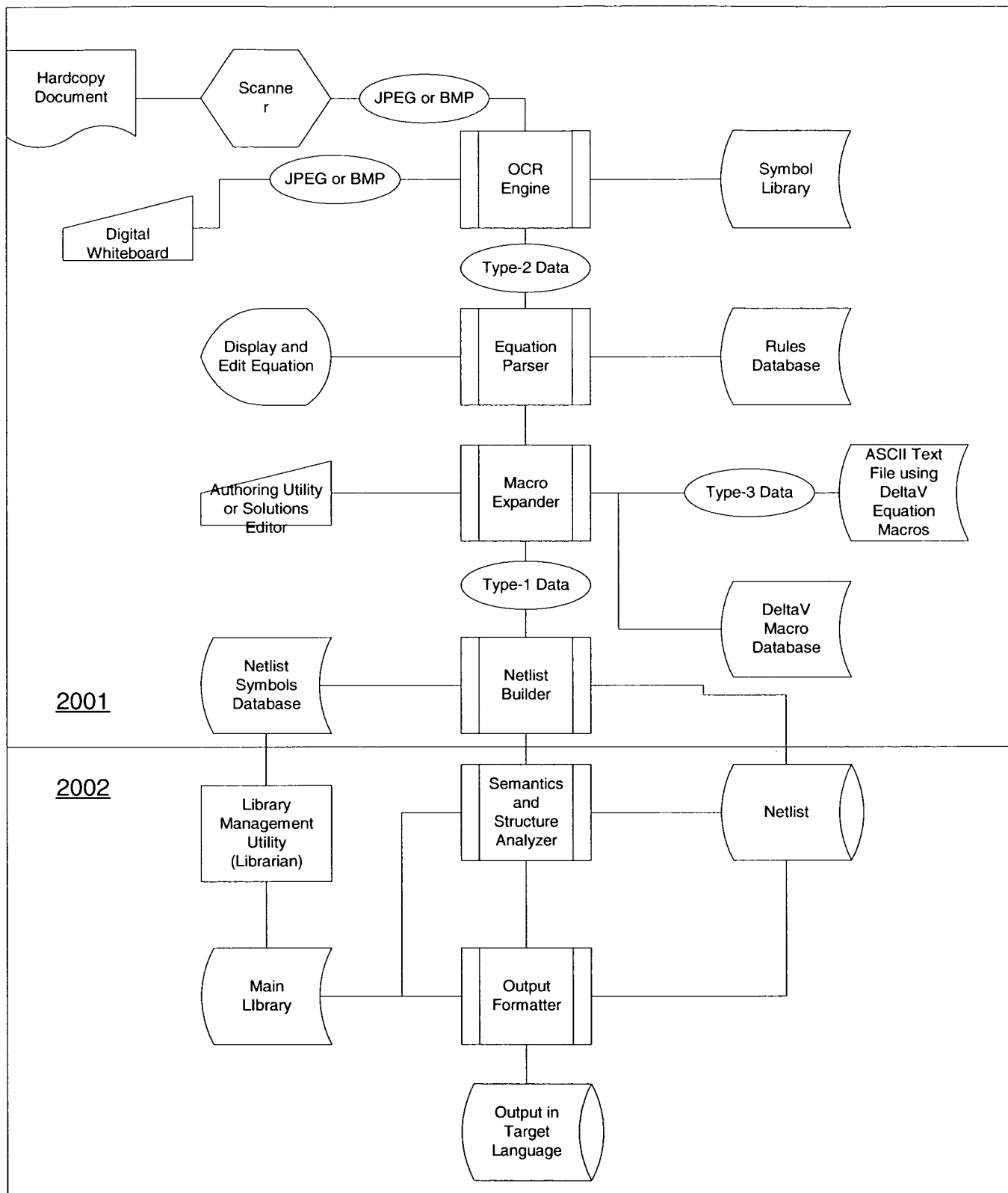


Fig. 20